ADVENTURES ON LEGO ISLAND

MINDSCAPE®

A uniquely comprehensive, interactive and immersive 3D Multimedia experience where the user is invited to build, to fantasize and to play on a living LEGO Island through a first person perspective. The user selects (by clicking on) one of the many citizens from this action LEGO Island and is immersed in a storyline of character role playing and creative problem solving activities where fun is the operative word.

It is easy to play yet challenging to master.

The ultimate game challenge is to find the missing pieces of a helicopter, build the helicopter, fly the helicopter to find and capture the bad guy through cooperative play.

In addition there are 14 activity based locations including: a garage for building and customizing vehicles, a race track to race on and a beach with a jetski course.
There are hours of replayable fun with an emphasis on creativity and LEGO ideologies for an international demographic of boys and girls ages 6 to 12.

INTRODUCTION: *The Adventures on LEGO Island* begins with an animated fly over the island and into a very much alive, gag-enriched environment. We witness, as we approach, quick-builds (LEGO style) of our town. We hear the sounds of the ocean waves blending into the rhythmic sounds of the town as we approach. There are approximately 14 locations, 8 types of vehicles, 7 major characters, 20 incidental characters and a shark. There are 12 major G.U.I.'s (graphic user interfaces) and oodles of hotspots (specifics to follow).

START: The animation takes you to the Information Center (location #1) where the Infomaniac (character #1), our host, invites you in to register. You select the registration book (GUI #1) and enter your name by selecting the appropriate letters. The Infomaniac explains and demonstrates to you: the people, the places, the activities and the games found on LEGO Island. He then describes to you the ultimate purpose of you being there...

YOUR MISSION: Our town has a bad guy. He is mischevious and a trickster. He goes by the name of *The Brickster* (character #2). He takes great pleasure in deconstructing things and taking apart the town. He thinks it's his right to do so. He thinks it's art. He thinks it's funny and he loves the attention. You have to stop him and save the town. The Brickster has escaped from jail and "borrowed" the town's one and only helicopter. He took it apart and hid the pieces all around LEGO Island. You must find the pieces, build the helicopter and then fly . You must capture the Brickster and put him in the pokey, the big house, the slammer, the joint...but first, you must find these missing bricks of LEGO Island through heads up exploration, following clues and participation in the towns activities. Once the bricks are found, you build the helicopter (Build GUI). You are then able to fly it over the Island. It is the only way (this aerial view) that you can accurately locate the Brickster. You capture him by observing his route above the maze of streets. You communicate (GUI) to the citizens below and cooperate for his capture. You radio down to selected people for them to build road blocks and obstacles at the right moment in order to corner the Brickster for capture by the police. The brickster has a deconstructor that allows him to remove bricks in his way. You just have to be smarter and faster to catch him. A heros welcome awaits your successful return .

LOCATIONS: Each location is activity based with a free form sense of exploration to enhance the LEGO experience. There are approximately 14 locations listed below. First there is the **Island** itself where you explore about on one of the 8 vehicle types available or you can simply sit about and watch the antics of LEGO Island in a "couch potato" mode

Race Track: Build, customize car, race, watch the races.
Beach: Build a jetski, race the jetski, free form jetskiing, jumps, avoid sharks, just hang out
Store: Change hair and hats
Gas Station: Build/customize car, pump gas (refuel), tow truck (drive to accidents, emergency pick up)
Pizzeria: Make pizzas, deliver pizzas, play keyboard, hang out and listen to the juke box
Residential (3 homes): Customize home, customize garden, watch T.V.
Police Station: Build helicopter, monitor town activity (dispatch map), hang out, answer emergency situations
Bank: inventory, sort money, pick up deposits
Post Office: Deliver mail/pick up mail, sort mail
Hospital: plastic surgery, repairs, Dr. rounds, ambulance pick ups
Jail: visit **Park:** explore, bike path
Info Center: register, map, character bios, info., observation deck, build residential homes, printer, elevator, paper airplane flying and misc.

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Characters: LEGO characters (mini-figures) on LEGO Island are based on the research of Howard Gardner (Defining nomenclatures of intellegences). Personality and behavior is based on the research of Stell Chess, Alexander Thomas and Herbert G. Birch, a long term study of over 200 children. Faces of the characters are based on the four basic emmotions: happy, sad, afraid (surprise) and anger (anxiety)

There are seven major characters on LEGO Island and approximately 20 minor characters. Detailed biographies are attached.

Infomaniac: Our host of the Island, Magician, Friendly, talks a lot, remembers everything and everyone in town, an inventor, loves sounds and words (a bit eccentric)

The Brickster: Town's Bad Guy, Mischievous, Silly , Loves Pizza, really wants to be caught, a trickster

Nick Brick: Police Detective,Good Guy, Good Cop, Sees pictures of everything in his head, never forgets details or places he's been, great with maps, colors and compasses.

Nora Brick: Police Detective,Friendly, Loves all people, Good listener, Super Cop, Doesn't argue with people, solves Problems with others

Mama Brickolini: Co-owner of the Pizzeria,Kind mother type, very positive attitude, Loves music/hums and sings, remembers sounds and patterns, plays the piano, speaks her mind

Papa Brickolini: Co-owner of the Pizzeria, Loves to make pizzas, grumpy old man, can be funny, good dancer, moves around all the time, blames others if things go wrong

Pepper: Pizza delivery dude, young teenager, COOL, Smart with math, short attention span, hyperactive

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Captain D. Rom (C.D.): Police Chief, rough tough but soft inside

Sargeant Lockitt: Jailhouse guard. Polite, to the book, seldom (if ever) speaks

Nubby Stevens: Gas station attendant. self taught poet and philosopher. Reads everything, interested in rhetoric: Why is everybody yellow? Why can't we bend our elbows or knees? Who named us?, etc.

Nancy Nubbins: Mechanic, tow truck driver, very open personality but always too busy. (Reba Mcintyre like)

The Hard Driven **Studz Linkin:** son of the famous "Hot Rod" Linkin . Race car driver, winning is all there is.

Dr. Clickitt: Town doctor, country doctor-ish, concerned, knows everybody

Return and Enter: The hospital orderlies and ambulance drivers, Vaudvillian, keystone cop-like,

Valerie Stubbins: Jetskier. Fun and sun is all there is. Loves animals. Kind of a val

Snap Lock: Jetskier. Lifeguard

Bill Ding: Owns the wrecking company (GUI for deconstruct) tough no-nonsense worker

Ed Mail (E-mail): post office, grumpy, slow, innaccurate and married to
Edie Mail (E-mail): fast, efficient, friendly

Buck Pounds: Banker. Boring, only interested in numbers. tells you stuff like there are 1720 LEGO pieces and 17 colors, etc.

Maggie Post: Store clerk and town gossip. Knows everything that everybody is doing but is usually not very accurate.

The Flying LEGONDOS: acrobatic troop. keystone cop like. Enlist for help in brick retrievable.

3 residential families: mom, dad, kids X 3

spectators at race track

Artist(s) at gallery (if we have one)

The LEGOBobs: The Bobs/acapella singing group

A Shark, a cat, a dog, a bird

Others:

You can be any one of the characters in town except for the infomaniac (host/helper) and The Brickster (bad guy) by clicking on the character of your choosing. The 7 major characters have access to a TurboChucker (formerly the Bricker) a device that shoots bricks (one at a time)

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Vehicles: There are 8 vehicle types.
1) Standard Automobile
2) Formula One Race Car
3) Jetski
4) Bicycle
5) Motorcycle
6) Skateboard
7) Tow truck/ambulance
8) Helicopter

approx. 18 to 20

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1) There are 3 standard vehicles : one parked infront of the Information Center (unoccupied), one being driven by an incidental character when you first enter town and the third is the standard vehicle that the user builds and customizes his/her self in the garage.

2) There are 3 Formula one Race Cars: One reving up at the start line (occupied by Studz Linkin, champion racer), One unoccupied when you enter the race track but an animation of an incidental character entering the vehicle is going on and the third formula one race car is the users to build in the pit stop/garage.

3)There are 3 jetskis: one occupied by Valerie stubbins, another being boarded by Snap Lock (or the brickster) when you enter the beach. The third Jetski is for the user to build at the beach buils sight.

4) There are 3 Bicycles: One parked in front of the information center, One being used by an incidental character in front of the Information Center and the third is being ridden near the residential area.

5)There are 3 motorcycles: one for Nick, one for Nora and one that is open (often used by The Brckster though)

6) There is one skateboard. It belongs to Pepper

7) There is one Tow Truck, There is one Ambulance

8) There is one and only one helicopter

Tools and Inventory Items: each location has location specific tools that can be grabed and taken elsewhere. Inventory Items would include: Coins and Bills (bills can be changed into coins at the bank). Coins and bills are earned and/or rewarded for good deeds like rescuing Mama's cat out of a tree or helping Papa change his tires, etc. These coins are used for the juke box and/or the telescope at vista points and maybe for purchasing new hats or hair (athe store)

The TurboChucker (often refered to as the Bricker in some documentation) is another all important tool/inventory item. The TurboChucker is elaborated on further on. One is available for use on the tool rack at most build sites.

The Gas station tool rack has a display of hammers, screw drivers, oil can, drill , gas cans and a jack.
These can be removed and carried elsewhere (if needed).

The residential area has watering cans and a ladder. These can also be taken elsewhere.

The Pizzeria has dough rollers, pans, mugs,and pizza ingedients (dough,sauce,cheese,sausage, meatballs)

The Police Station may have a camera that you can take with you to take photos (print), a ticket pad (when youre Nick or Nora)

The Beach has life jackets

The hospital has medicine and flowers that can be taken elsewhere.

The race track has a trophy, and the same tools as the gas station has.

The Post Office has mail (packages with icons of locations on them) possible hot spots when selected. These "packages" can be delivered and received.

That's about it for now (as far as removable tools). The thought is that you can bring these any where but after release of the tool and X amount of time they will return to their origins.